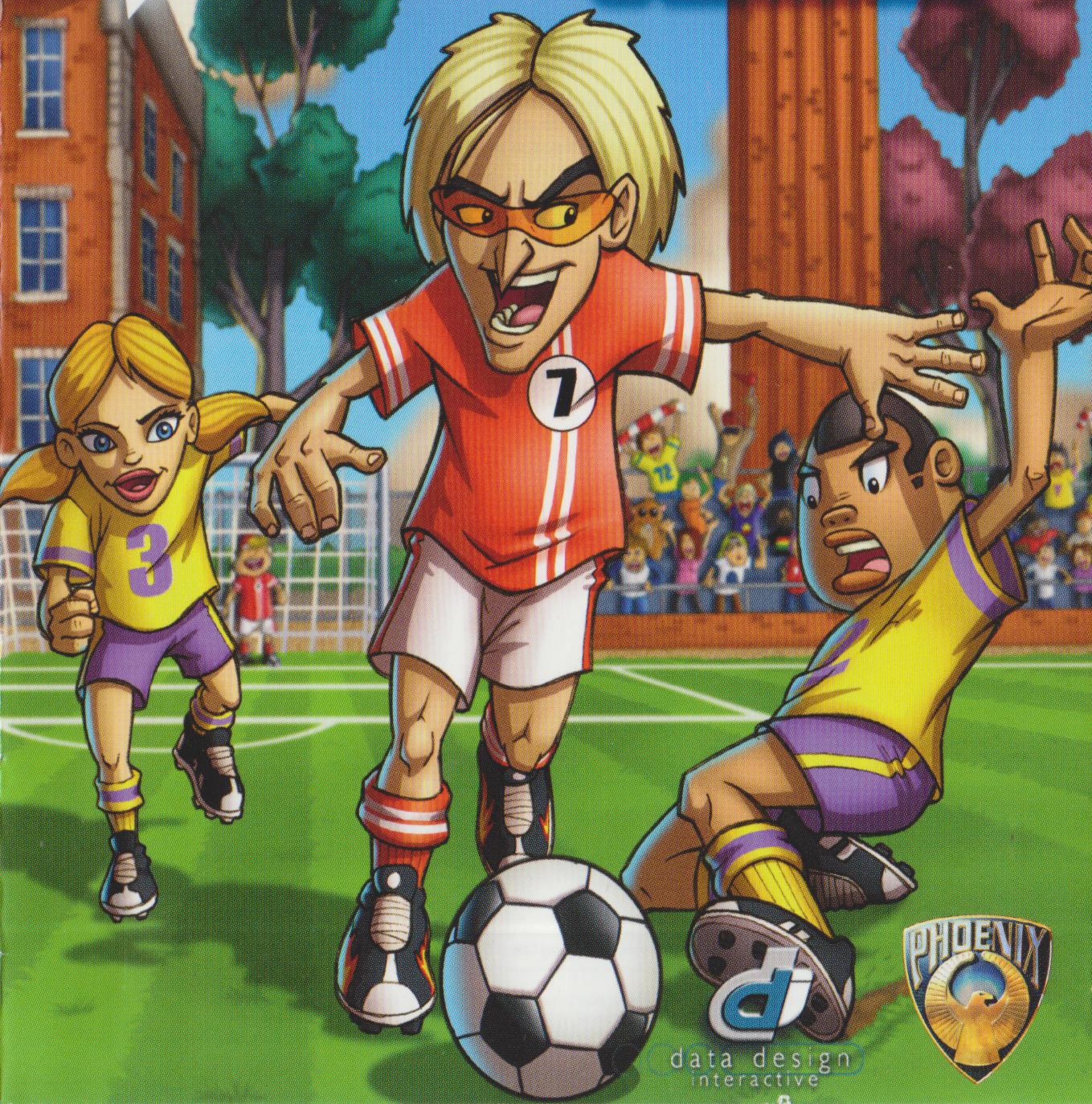
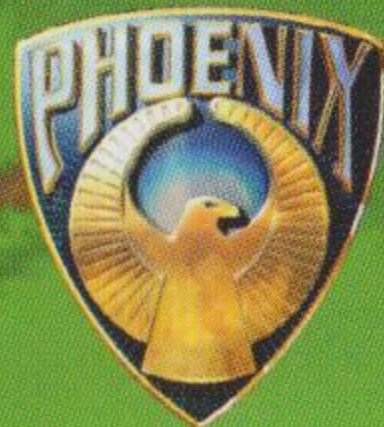


CITY SOCCER CHALLENGE



data design
interactive



Precautions

- This disc contains software for the PlayStation®2 computer entertainment system. Never use this disc on any other system, as it could damage it.
- This disc conforms to PlayStation®2 specifications for the PAL market only. It cannot be used on other specification versions of PlayStation®2.
- Read the PlayStation®2 Instruction Manual carefully to ensure correct usage.
- When inserting this disc in the PlayStation®2 always place it with the required playback side facing down.
- When handling the disc, do not touch the surface. Hold it by the edge.
- Keep the disc clean and free of scratches. Should the surface become dirty, wipe it gently with a soft dry cloth.
- Do not leave the disc near heat sources or in direct sunlight or excessive moisture.
- Do not use an irregularly shaped disc, a cracked or warped disc, or one that has been repaired with adhesives, as it could lead to malfunction.

Health Warning

For your health, be sure to take a break of about 15 minutes during every hour of play. Avoid playing when tired or suffering from lack of sleep. Always play in a well-lit room, sitting as far from the screen as the cord will allow. Some people experience epileptic seizures when viewing flashing lights or patterns in our daily environment. These people may experience seizures while watching TV pictures or playing video games. Even players who have never had any seizures may nonetheless have an undetected epileptic condition. Consult your doctor before playing video games if you have an epileptic condition or immediately should you experience any of the following symptoms during play: dizziness, altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion, and / or convulsions.

PIRACY

The unauthorised reproduction of all or any game part of this product and the unauthorised use of registered trademarks are likely to constitute a criminal offence. PIRACY harms Consumers as well as legitimate Developers, Publishers and Retailers. If you suspect this game product is an unauthorised copy, or have any other information about pirate product, please call your local Customer Service number given at the back of this Manual.

See back page of this manual for Customer Service Numbers.

SLES-53343

1 or 2 Player • Memory Card (8MB) (for PlayStation®2): 40KB minimum • Analog Control Compatible: analog sticks only

Getting Started	2
Memory card (8MB) (for PlayStation®2)	2
Directional Buttons - Movement	2
Analog controller (DUALSHOCK®2)	2
Introduction	3
Controls	3
Main Menu	4
Game Modes	4
Exhibition Match	5
Knockout Cup	5
Tournament Cup	5
Football Basics	5
In-Game Layout	7
Special Moves & Skill Points	8
Options	10
Credits	11

Getting Started

1. Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Attach controllers and other accessories as appropriate and insert a memory card (8MB) (for PlayStation®2) into either MEMORY CARD slot 1 or MEMORY CARD slot 2.
2. Make sure the MAIN POWER switch (located on the back of the console) is turned on.
3. Press the  /RESET button. When the  indicator is green, press the  button and the disc tray will open.
4. Place the City Soccer Challenge™ disc on the disc tray with the label side facing up. Press the  button again and the disc tray closes.
5. Follow on-screen instructions and refer to this manual for information on using the software.

It is advised that you do not insert or remove accessories once the power is on. Please ensure you have enough free space on your memory card (8MB) (for PlayStation®2) before commencing play.

Memory card (8MB) (for PlayStation®2)

City Soccer Challenge™ supports a memory card (8MB) (for PlayStation®2) in either MEMORY CARD slot 1 or MEMORY CARD slot 2 of the console. To save game settings and progression, insert a memory card (8MB) (for PlayStation®2) into either MEMORY CARD slot 1 or MEMORY CARD slot 2. City Soccer Challenge™ features an AutoSave system, and the game will automatically save your game progression at certain points. Insertion or removal of the memory card (8MB) (for PlayStation®2) after switching the console on may cause data to be overwritten or lost. City Soccer Challenge™ also supports manual save and load of game data from the Main Menu, and after performing a manual save / load the game will again AutoSave your progression at the relevant points.

Directional Buttons - Movement

In this software manual, , ,  and  are used to denote the direction of both the directional buttons and the left analog stick.

Analog controller (DUALSHOCK®2)

City Soccer Challenge™ is a single or two-player game that is played using the analog controller (DUALSHOCK®2).

In order to use the left analog stick the analog controller (DUALSHOCK®2) must be in analog mode (indicator: red).

INTRODUCTION

Welcome to City Soccer Challenge™. This is your chance to be the hero, - take control of your favourite Urban Football team and square off against your opponents in some of the wackiest games of full-pitch 11-a-side action ever! Earn skill points and pull off crazy super-moves to really defeat your opponents in style! Guide your team successfully through a Knockout Cup, a full Tournament where you play against all the other teams, or just go straight in for some quick action in Exhibition mode! Will you find yourself lifting trophy after trophy? Find out in City Soccer Challenge™!

Be successful in City Soccer Challenge™ and you will be duly rewarded! You may notice a star counter on the menu screens, and as this goes up, you unlock more game features! You get an extra star for winning an exhibition match, and even more for winning Cups and Tournaments! The star counter is saved whenever you save your game, so each time you play you can keep on adding to it! When you have unlocked everything you'll be able to play on any Football pitch and with any of the City Soccer Challenge™ teams!

CONTROLS

Analog controller (DUALSHOCK®2)

The buttons are used for different actions in the game, depending on whether your team is attacking (i.e. when your team has the ball), or defending (i.e. the opponents have the ball). The details of all the moves are explained in more detail in later sections of this manual.

While Attacking:

Directional Buttons	Player movement
Left Analog Stick	Player movement
ⓧ Button	Tap: Pass to player Hold: Directional pass
◯ Button	Tap: Chip shot Hold: Power shot
⬆ Button	Sprint
◼ Button	Shield
▶ Button START	Pause / Start Game

While Defending:

Directional Buttons

Left Analog Stick

⊗ Button

⊙ Button

△ Button

◻ Button

▶ Button
START

Player movement

Player movement

Choose player

Tackle

Sprint

Tackle vortex

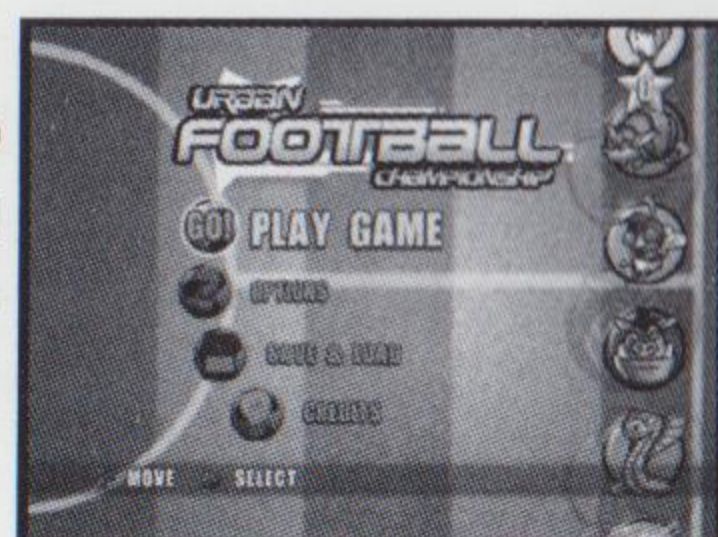
Pause / Start Game

MAIN MENU

You will see these choices:

Play Game

Upon selecting this option, you will be asked to select a Game Mode and which Football team you wish to play as. Please see the “game modes” section of this manual on for more information.



Options

This menu is where you will find the game options. For further details, please see the “Options” section of this manual.

Save & Load

This option will take you to the City Soccer Challenge™ load and save options. Here you get to manually load or save your game progress.

Credits

This menu is used if you want to look at the talented people at Data Design Interactive, who put City Soccer Challenge™ together. See the “Credits” section of this manual for a more detailed breakdown.

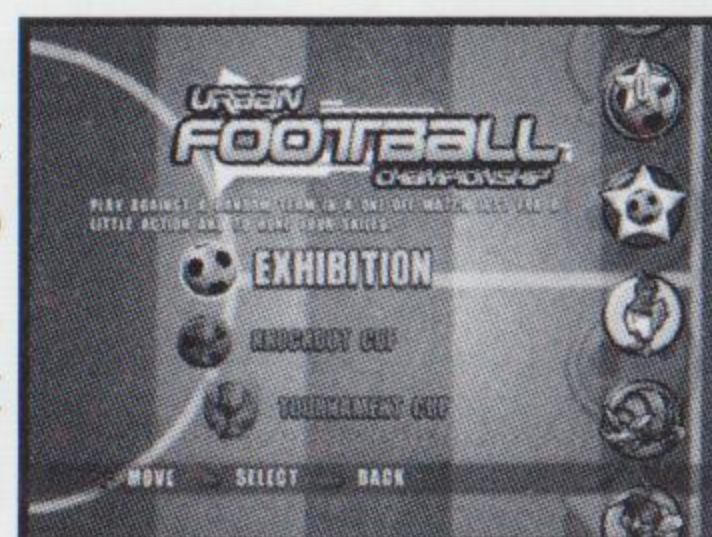
During the City Soccer Challenge™ menus, at the very bottom of the screen exists a context sensitive “help-bar” which shows the player how to navigate the menus using the analog controller (DUALSHOCK®2). It illustrates exactly what action will occur upon pressing each particular button and changes as necessary to reflect the menu status of each screen and situation.

GAME MODES

There are three game modes in City Soccer Challenge™, which are listed below.

Exhibition Match

In this mode you can play a single match against either a random team picked by the game, or in two player mode, against the team your friend chooses. To play a two player game, a second player must press their  button at the team selection screen.



You can also select which pitch to play on, the length of each half & the difficulty of the computer opponents.

Knockout Cup

In a knockout cup there are eight teams to begin with, and in the first round there are four matches, the winners go through to the semi-finals, where they each play another match, and the two semi-final winners play in the final. If you select this mode, you will be asked to choose a team, and before each match you will get a report on how the Cup is progressing.

Tournament Cup

The tournament comprises of a league of all eight City Soccer Challenge™ teams. Each team will play all the other teams once. The top two teams then play a final match. The scoring works like this:

Big Win (winning by 3 or more points)	3 points
Win	2 points
Draw	1 point
Lose	0 points

FOOTBALL BASICS

Overview

The game of Football is about trying to score more goals than your opponents. You score a goal when the ball goes into the goal at your opponents' end of the pitch. A game of Football is divided into two halves and the teams change ends after the first half. The team with the most goals at the end of the second half wins.

When your team has the ball, you should try to get close to your opponent's goal, by passing to each other and avoiding opponents who might tackle you. When close to the goal shoot - the closer you are and the more powerful your shot the better your chances of scoring. When your opponents have the ball you should try to regain it from them by approaching them with one of your players, preferably from in front, although you can sometimes knock the ball away from them if you try tackling from behind.

Football consists of players either passing or shooting (when in possession of the ball) or tackling or intercepting (when not in possession of the ball). Below is described how each of these actions works in the game.

Passing & Intercepting

When you pass the ball (tap  Button), your players always pass the ball to the player they are facing. They won't pass if there is no one there. If you pass too close to an opponent they will intercept the pass before it reaches your player. You can also perform a directional pass, (hold  Button) this will send the ball in the direction you choose, and the longer you hold down the  Button the more powerful the pass will be.

Shooting

Shooting for the goal is the way to score in City Soccer Challenge. You can attempt to score from anywhere on the pitch. The chances of it being on target are smaller the longer the distance of the shot you are attempting. Sometimes the goalie will fall over as he makes a save, this leaves the goal especially vulnerable to follow-up shots. Press  Button to shoot towards goal. If you keep holding down  Button your player will attempt a more powerful shot.

Tackling

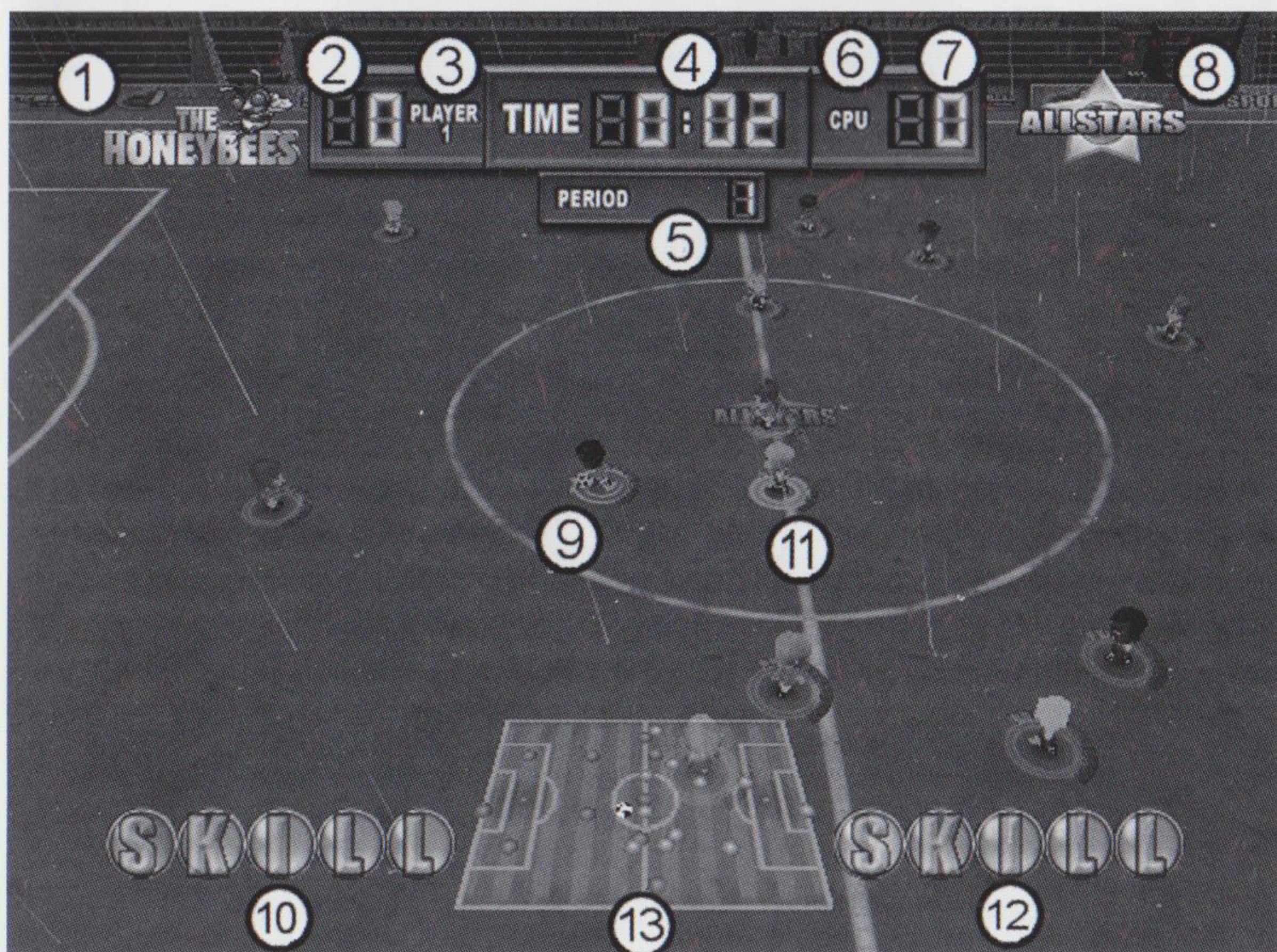
Pressing  Button will make a player attempt to 'tackle' the ball from an opponent if he is standing close to them. The chance of success depends on how close the player is to the ball when tackling and whether or not he is facing the other player.

Moving Players

All the players on your team move automatically, and respond to what is happening on the pitch. You control one of your team members at a time, and can be moved in any direction desired by using the left analog stick (if ANALOG mode is on), or the directional buttons. You can change which player you are controlling by pressing  Button (when your team does not have the ball), and you can make them sprint for a limited time by pressing the  Button.

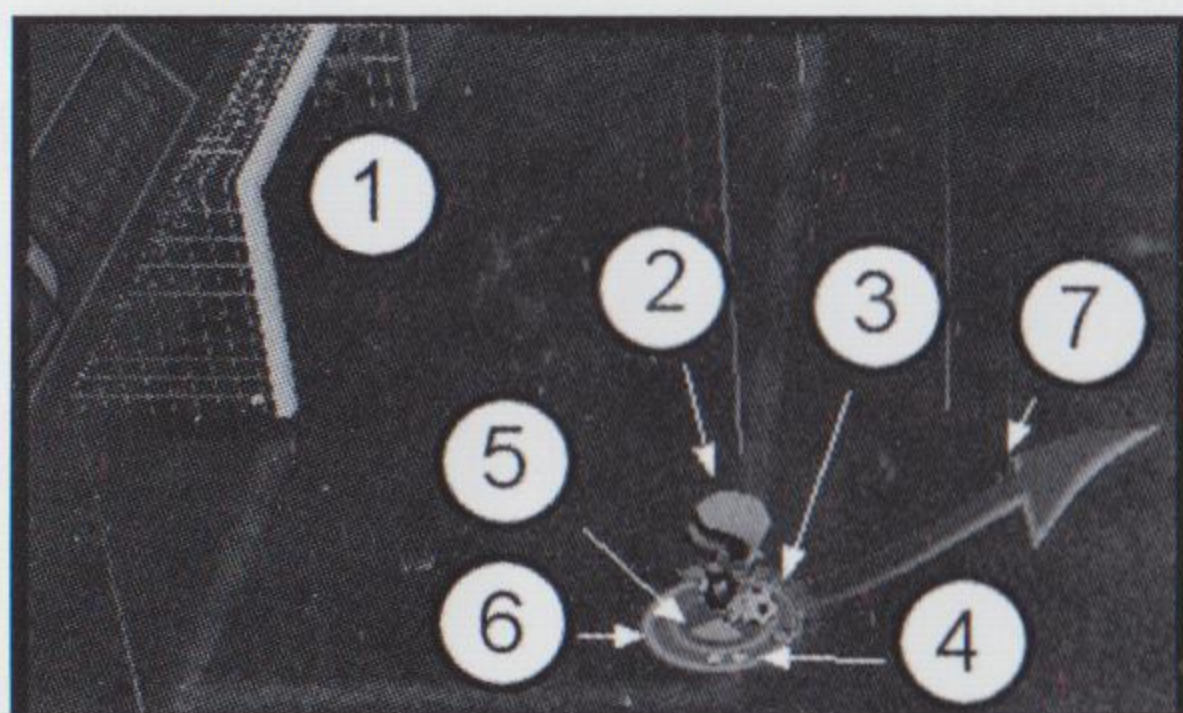
IN-GAME LAYOUT

Below is how the screen appears in the game, with the key features explained:



- 1 Player 1's team name and logo.
- 2 Player 1's score.
- 3 Player 1's type (human player or computer).
- 4 Time elapsed so far in the game.
- 5 Current half (out of two).
- 6 Player 2's type (human player or computer).
- 7 Player 2's score.
- 8 Player 2's team name and logo.
- 9 One of Player 1's team members (red base-ring).
- 10 Player 1's SKILL icons (red). Each lit icon indicates a skill point obtained.
- 11 One of Player 2's team members (green base-ring).
- 12 Player 2's SKILL icons (green). Each lit icon indicates a skill point obtained.
- 13 The mini-map - showing every player (red or green dot) and the ball.

Below is how the screen appears in the game, with the key features of the base ring that surrounds players' feet explained:



- 1 The Goal. If the ball goes in here a goal is scored.
- 2 The Goalie - each team has a goalie controlled by the game. The goalie will try to keep the ball out of the goal for you. When your goalie has the ball, you can make him pass it to one of your players.
- 3 Sprint Meter - when you sprint this indicator empties. When it is empty you can no longer sprint, and can't start sprinting again until its at least 1/4 full.
- 4 White pips appear on the base ring indicating if a special move is available and how many skill points it will use up.
- 5 This spinning white and red circle indicates that this player has the ball.
- 6 This base ring is wide because it is the team member the player is controlling.
- 7 If you are making a directional pass or a power shot, this arrow indicates the strength and direction of that pass or shot. You see it grow larger as you hold down the appropriate button.

SPECIAL MOVES & SKILL POINTS

SKILL points

Before you can use a special move, you must have accumulated enough skill points. Skill points are awarded for performing various actions, listed below:

Time

Very slowly over time your skill points increase.

Chain Shot

Collecting a pass while shooting. Double points for good timing.

Pass Interception

Intercepting a pass from one of your opponents.

Goal Interception

Intercepting a shot on goal from one of your opponents.

When you successfully complete one of these moves, the game will show "NICE" or "GREAT" depending on the value of the move.

Special Moves

You can pull off following spectacular moves if you have enough skill points:

Chain Shot

Zero points required. This involves passing to a player, and before he receives the ball, starting to build up a shot. If the ball reaches him, the resultant shot will be very powerful. The better you time this the more impressive it becomes.

Charge Shot

Points required varies with range. Performing this move will cause the player to 'charge up' a shot before making a 100% guaranteed shot on goal. The charge time gets longer with distance and costs between 2 and 5 SKILL points. If a player is touched when charging they will immediately loose the ball to the other player.

Special Chain Shot

Points required varies with range. This move causes a player whom has just received the ball to have a guaranteed shot on target. The Special Chain shot has a slightly longer range than the standard chain shot.

Shield (tap Button)

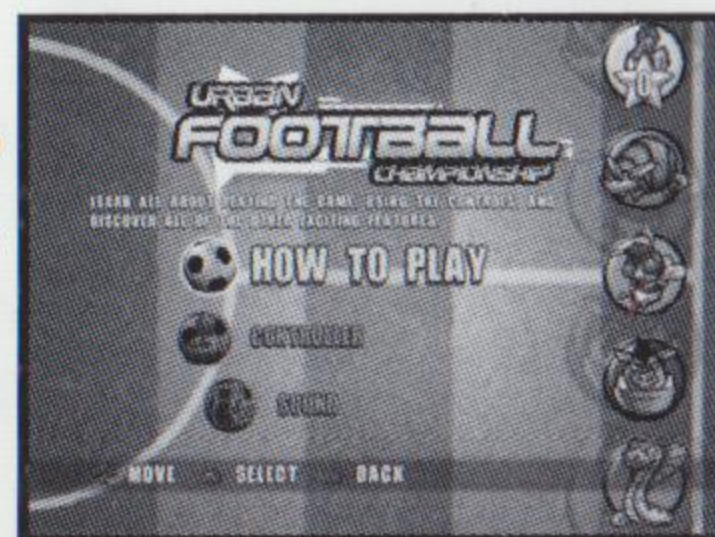
2 points required. A shield will protect you from opponents trying to tackle you - and if they attempt to tackle you while you have a shield, they will fall over! However, you cannot sprint while the shield is active. An opponent with a tackle Vortex won't instantly tackle you but can still tackle you in the normal way.

Tackle Bonus (tap Button)

2 points required. A tackle bonus is the opposite of a shield. The tackle bonus lets your player instantly tackle an opponent when he comes into contact with him/her. Also the opponents will get knocked to the ground. You won't instantly tackle players with a shield, but you can tackle them in the normal way. You cannot sprint while you have a tackle bonus activated.

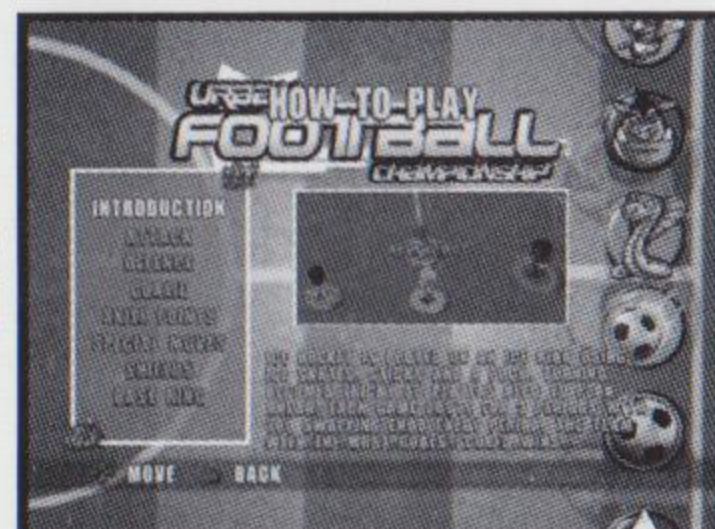
OPTIONS

The Options menu is where the player will be able to review or adjust certain game options and as such, there are three available options here:



How to Play

This option takes you to a comprehensive explanation of features found in City Soccer Challenge™, what they all mean, how they affect the game and what to look out for!



Controller

Upon selecting this option, the player can remind themselves which buttons do what on the analog controller (DUALSHOCK®2).



Sound options

Here the user will be able to set the volume levels for sound FX and music.



CREDITS

DEVELOPED BY	DATA DESIGN INTERACTIVE
DESIGN	Based on Concepts by CHRIS BELL STEWART GREEN
PRODUCER	STEWART GREEN
LEAD PROGRAMMERS	IAN NEWBORN CHRIS BELL KARL WHITE
HEAD OF PROGRAMMING	KARL WHITE
PROGRAMMERS	JULIAN ALDEN-SALTER ADRIAN FOX
ADDITIONAL DESIGN	MARK GEMMELL RONALD HAUPT MATT LEE
ARTISTS	BARRY KEEGAN MICHAEL ROOKER ED PATTMAN ROB DORNEY DEAN GUY SAM KING
PROJECTS MANAGER	RONALD HAUPT
QA TESTING	MARK GEMMELL MATT LEE CASSANDRA NEAL

THIS GAME USES GODS™ TECHNOLOGY. ©2004 GREEN SOLUTIONS LTD

RENDERWARE IS A REGISTERED TRADEMARK OF CANON INC. PORTIONS OF THIS SOFTWARE ARE COPYRIGHT 1998-2005 CRITERION SOFTWARE LTD AND ITS LICENSORS

Customer Services Numbers

• **Australia** 1300 365 911

Calls charged at local rate. Please call these Customer Service Numbers only for hardware support of PlayStation products.

• **Österreich** 0820 44 45 40

0.116 Euro/Minute. Rufen Sie diese Kundendienstnummern bitte nur an, wenn Sie Hardware-Support für PlayStation-Produkte benötigen.

• **Belgique/België/Belgien** 011 516 406

Prix d'un appel local. Veuillez composer les numéros du service après-vente pour recevoir une assistance technique destinée uniquement aux produits PlayStation.

• **Danmark** 70 12 70 13

Man-Fredag 15-21; Lør-Søndag 12-15. Ring venligst kun til disse kundeservicenumre vedrørende hardwaresupport til PlayStation-produkter.

• **Suomi** 0600-411911

17.00-21.00 ma-to, 0.79 Euro/min. Tätä asiakaspalvelunumeroa voi käyttää vain PlayStation-tuotteiden laitteistotukeen liittyvissä kysymyksissä.

• **France** 0820 31 32 33

Prix d'un appel local - ouvert du lundi au samedi. Veuillez composer les numéros du service après-vente pour recevoir une assistance technique destinée uniquement aux produits PlayStation.

• **Deutschland** 01805 766 977

0,12 Euro/minute. Rufen Sie diese Kundendienstnummern bitte nur an, wenn Sie Hardware-Support für PlayStation-Produkte benötigen.

• **Ελλάδα** 00 32 106 782 000

Εθνική Χρέωση. Παρακαλείστε να τηλεφωνείτε σε αυτούς τους αριθμούς του Τμήματος Εξυπηρέτησης Πελατών μόνο για θέματα υποστήριξης υλισμικού των προϊόντων PlayStation.

• **Ireland** 0818 365065

All calls charged at National Rate. Please call these Customer Service Numbers only for hardware support of PlayStation products.

• **Israel** 09 971170

Please call these Customer Service Numbers only for hardware support of PlayStation products.

• **Italia** 199 116 266

Tariffa Nazionale. Chiamare questi numeri del Servizio Clienti solamente se si necessita di assistenza relativa all'hardware dei prodotti PlayStation.

• **Malta** 23 436300

National Rate. Please call these Customer Service Numbers only for hardware support of PlayStation products.

• **Nederland** 0495 574 817

Interlokale kosten. Bel deze klantenservicenummers alleen bij hardwareproblemen met PlayStation-producten.

• **New Zealand** 09 415 2447

National Rate. Please call these Customer Service Numbers only for hardware support of PlayStation products.

• **Norge** 81 55 09 70

Mon-Fre 15-21; Lør-Søndag 12-15. Vennligst ring disse kundeservicenumrene bare for maskinvarestøtte i forbindelse med PlayStation-produkter.

• **Portugal** 707 23 23 10

Contacte-nos através destes números de Assistência ao Cliente para obter assistência técnica (hardware) apenas para produtos da PlayStation.

• **España** 902 102 102

Tarifa nacional. Al llamar a estos números del Servicio de atención al cliente sólo obtendrá asistencia para los productos PlayStation.

• **Sverige** 08 587 822 25

Mån-Fre 15-21, Lør-Søndag 12-15. Ring endast dessa kundservicenummer för maskinvarusupport av PlayStation-produkter.

• **Suisse/Schweiz/Svizzera** 0848 84 00 85

Tarif appel national / Nationaler Tarif / Tariffa Nazionale. Veuillez composer les numéros du service après-vente pour recevoir une assistance technique destinée uniquement aux produits PlayStation.

• **UK (network Gaming Only)** 08702 42 22 99

• **UK (all other enquiries)** 08705 99 88 77

National rate. Calls may be recorded for training purposes. Please call these Customer Service Numbers only for hardware support of PlayStation products.

SLES-53343

“”, “PlayStation”, “” and “DUALSHOCK” are registered trademarks of Sony Computer Entertainment Inc. All Rights Reserved.

8717249597599